Prince of Persia

THE FORGOTTEN SANDS

UBISOFT

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• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

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Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:

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PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

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BLES-00840

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INTRODUCTION

The Prince has travelled across Persia, having been sent to visit his brother Malik, who has taken command of a contested kingdom at the edge of their father's territory. It is their father's wish for the Prince to learn leadership and battle skills from his brother. But when the Prince arrives, the kingdom is already on the verge of being overwhelmed by a much stronger enemy force.

Malik releases a legendary magical army that was said to belong to King Solomon. He hopes it will stop the invaders, but instead the army turns against Malik, changing his remaining people into statues, and causing a storm that threatens to overwhelm the palace.

The Prince and his brother are separated, but he finds help in Razia, a queen of the Djinn, who remembers the army's creation, and knows how to stop it. With her aid, the Prince must find a way to defeat the army and save the kingdom before sand covers everything.

CHARACTERS

The Prince

The Prince is the son of Sharaman, a great Persian king. He was raised as a warrior and athlete but until recently he had no experience in battle. Since his adventures in India he has become a skilled warrior. Unfortunately, his adventures there have been forgotten by everyone but him, so his family still regard him as an untried youth.

The Prince is distrustful of magic, which he realizes often causes more problems than it solves. He is sarcastic, and enjoys commenting on the situations he finds himself in – even when he's the only one around to hear.

Prince Malik

Malik is the Prince's older brother, and was a mentor to him when they were younger. As adults, the two enjoy teasing one another. The Prince still looks up to Malik and follows his lead, even when he's sure Malik is wrong. For his part, Malik is still protective of the Prince and doesn't think his younger brother understands exactly what good leadership entails.

Malik is a good leader, but stubborn. He has held the kingdom together for years and refuses to give it up now. He will use any means necessary to stop the invading army – including magic he does not fully understand.

Queen Razia

A queen of one of the tribes of the Djinn, Razia has stayed in the city for centuries; her magic protects the reservoir that keeps it an oasis in the desert. She remembers the army – and was there when it was sealed away. When she realizes what has happened, she appears to help the Prince – while partly blaming him for letting Malik release the army in the first place. Razia is regal and stern; she doesn't ask, she commands. The Prince isn't used to being treated as a servant, even temporarily, and resents it.

Ratash

A Lord among the Ifrit in the time of King Solomon, Ratash rebelled against the compact between Djinn and humans. He used his Djinn magic to create an army out of the desert sand, which quickly grew beyond his control. King Solomon and the leaders of the Djinn worked together to imprison Ratash and his army. Now that he has escaped, he is sending his army against humanity again.

GAME CONTROLS

Acrobatics Controls

Jump

To perform a basic Jump, press the ⊗ button and move the left stick in the direction you wish to Jump.

Wall Run

The Prince can run along, or straight up, walls. To run along a wall, move the left stick in the direction you wish to go, and press and hold the R2 button.

Wall Rebound

The Prince can leap back and forth between two walls that are in close proximity. To do this, Wall Run or Jump onto one of the walls, then press the ⊗ button. Keep pressing the ⊗ button and jumping back and forth to reach the top of the wall. You can combine Wall Rebound with Wall Run to reach greater heights.

Climb

Protruding bricks indicate walls that the Prince can Climb. Simply Jump or Wall Run on to the bricks to start climbing and then navigate as usual.

Roll

The Prince will sometimes need to Roll under low walls. Press the ◉ button to Roll forward, or move the left stick in any direction and press the ◉ button to Roll in that direction.

Banner Drop

The Prince can use banners to descend walls. Wall Run or Jump to the banner to begin the descent.

Fight Controls

As the Prince moves through his brother's palace, he will face many enemies. Here are some moves that will come in handy in a fight.
You can also upgrade the Prince's combat skills by collecting Gold Spheres. For more information on upgrading, see the section Upgrade Menu and Abilities.

Basic Attack and Combo

Press the ■ button to perform a basic Attack. Chain five Attacks together to perform a Combo. The more Attacks you make in a row, the more damage you will do with each hit.

Power Attack

To perform a more powerful attack, hold the ■ button until your sword flashes, then release it. You can perform a Power Attack as any of the five Attacks in a Combo. The later the Power Attack occurs in the Combo, the more damage it will do (i.e., a Power Attack on the first hit is weakest, while a Power Attack on the fifth hit is strongest).

Push/Kick

Press the ▲ button to Push or Kick enemies away and give yourself some space. You Push enemies that are near to you, and Kick enemies that are farther away.

Jump and Aerial Slash

Press the ⊗ button to Jump over or on top of an enemy. From there, press the ⊗ button again to Jump to another enemy. Pressing the ■ button will perform an Aerial Slash on the enemy you land on.

Roll

Move the left stick in any direction and press the ● button to Roll in that direction. This will enable you to move quickly through large groups of enemies and break them up.

Finishing Lunge

This move will finish off enemies that are on the ground. To perform a Finishing Lunge, use the left stick to approach the grounded enemy and press the ■ button.

Powers

Over the course of the game, Razia will grant the Prince some of the powers of the Djinn: time, flow, flight, and memory.

Power of Time

This allows the Prince to undo his movements in the game. To use this power, press the R1 button to undo short stretches of time. Hold the R1 button to undo longer periods. Each time you use this power, you will empty one of your Energy Slots. For more information on Energy Slots, see the section In-Game Display (HUD).

Power of Flow

This power allows the Prince to solidify water and use it to move around the palace. To stop water, press and hold the L2 button. An on-screen timer will count down, showing how long the water will remain solid. The water will start flowing again when the timer runs out, or when you release the L2 button. The timer will refill as soon as you release the L2 button.

Power of Flight

This allows the Prince to leap across great distances when there is an enemy waiting. To use a Power of Flight attack, Jump in the enemy's direction and press the ● button. The Prince will leap across the gap and attack the enemy on the other side.

Power of Memory

This power allows the Prince to see parts of the city that have crumbled. To use the Power of Memory, face a faded piece of the palace and press the L1 button. It will remain solid until you press the L1 button again. You can only restore one piece of the city at a time.

Ice Blast

Your Power Attacks will create a wave of ice that damages enemies. To activate the Ice Blast, press the ⬅ button. As long as the power is active, you will release a wave of ice each time you perform a Power Attack. Activating this power will empty one Energy Slot.

Whirlwind

This allows you to create a whirlwind that pushes enemies back. At higher levels, the Whirlwind will also knock down enemies and inflict high damage. To release a Whirlwind attack, press the ⬇ button. This power will empty one Energy Slot.

Trail of Flame

Create a trail of fire that follows you, causing damage to enemies it touches. You can also Jump on enemies to set them on fire. To create a Trail of Flame, press the ➡ button. This power will empty one Energy Slot.

Stone Armor

This surrounds you with an armor of stone which allows you to deal extra damage to enemies and block their attacks. To surround yourself with Stone Armor, press the ⬆ button. This power will empty one Energy Slot.

Spheres

Some sand enemies will leave behind spheres when they disintegrate. These can be used to restore the Prince's health or energy, or to upgrade the Prince's powers.

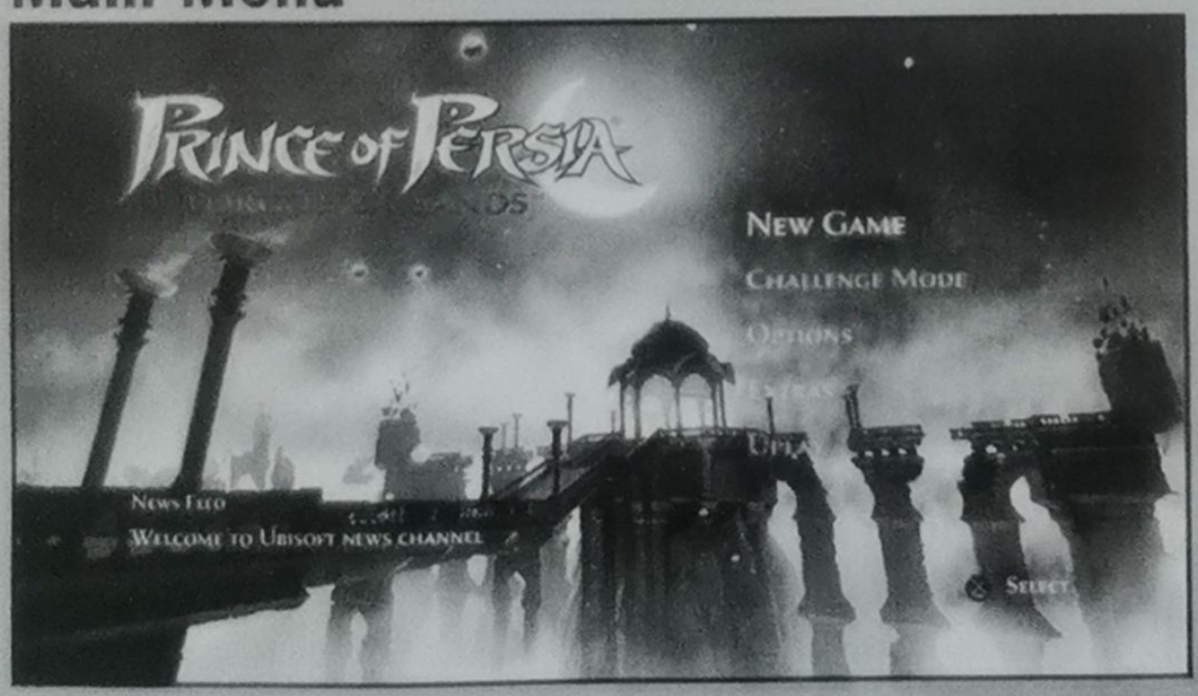
Red Spheres: these will restore the Health Bar.

Blue Spheres: these will restore Energy Slots.

Gold Spheres: when you've collected enough Gold Spheres, you will be able to upgrade the Prince's powers. For more information on upgrading, see the section Upgrade Menu and Abilities. You can find Blue and Red Spheres in breakable vases throughout the palace. Gold Spheres can be found in hidden sarcophagi throughout the palace, so keep an eye open for out-of-the-way spaces.

MENUS

Main Menu



New Game: begin a new adventure. You will be asked to select a difficulty level (Easy or Normal).

Continue: continue a previously saved game.

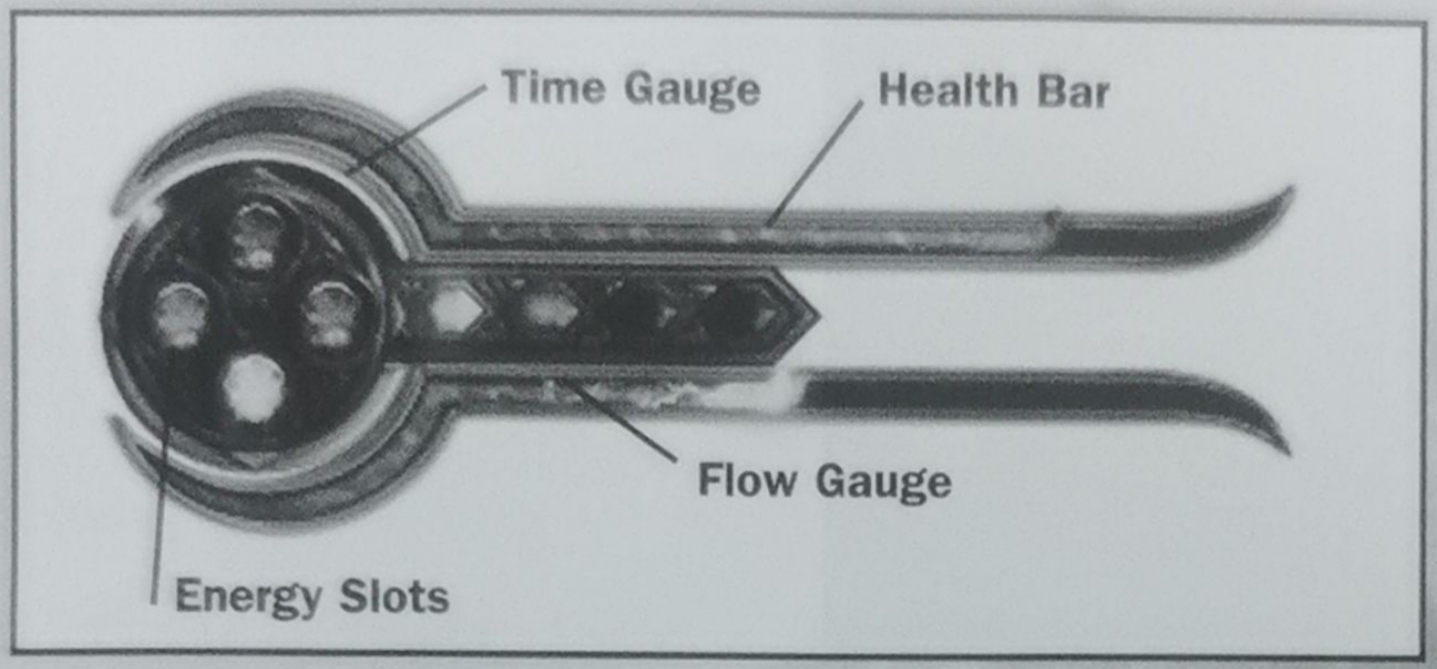
Challenge Mode: complete challenges that will test your skills in various battle arenas.

Options: adjust the sound, video, and other game settings.

Extras: access the game credits and other extras.

Uplay: connect to Ubisoft's Uplay system to earn points toward extras in Prince of Persia The Forgotten Sands™ and other Ubisoft titles

In-Game Display (HUD)



The In-Game Display (HUD) includes three elements.

Health Bar

The Health Bar appears at the top of the screen in red. It indicates how much health the Prince has left. You will lose health when hit in a fight, or when hit by traps. You can restore your health with red spheres.

Time Gauge

The Time Gauge appears when you have gained the Power of Time. As you reverse time, the gauge will empty. It will refill after you have released the R1 button.

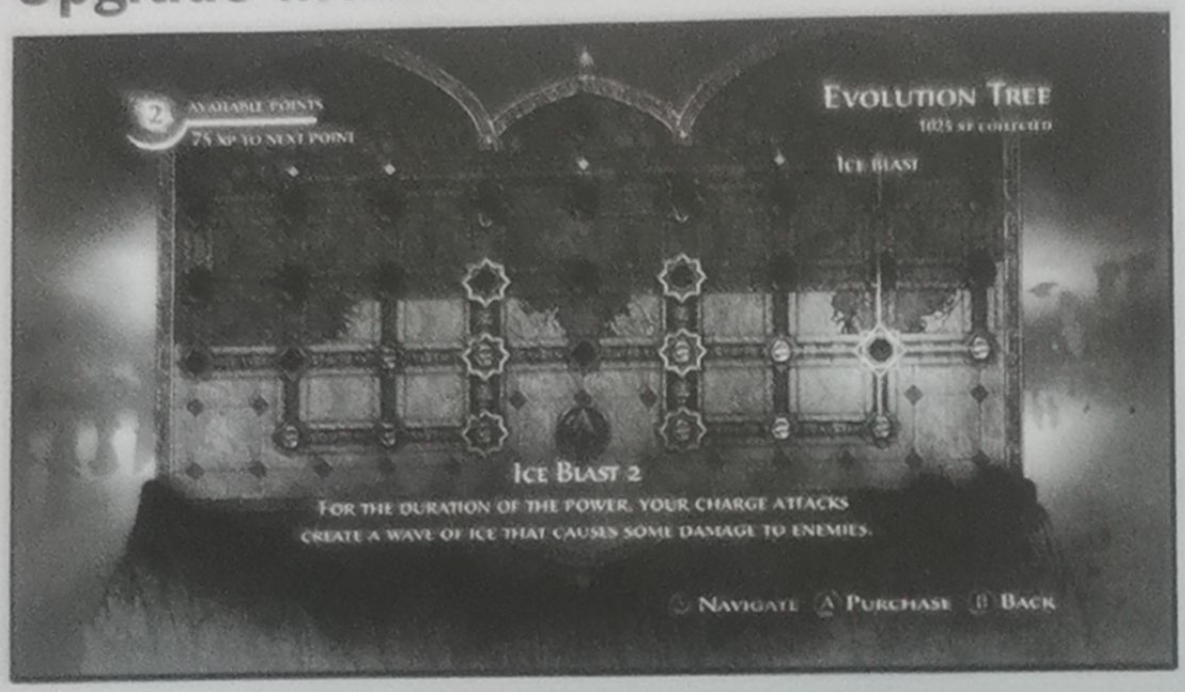
Flow Gauge

The Flow Gauge appears at the bottom of your HUD once the Prince has gained the Power of Flow. It will gradually empty as you freeze water. The Flow Gauge automatically refills as soon as you release the L2 button.

Energy Slots

The number of Energy Slots you have controls how many times you can use your powers. Using the Power of Time or any of the four Power Attack Upgrades (Ice Blast, Trail of Flame, Whirlwind or Stone Armor) consumes the energy from one slot. You can restore your Energy Slots with Blue Spheres. You can increase the number of Energy Slots in the Upgrade Menu.

Upgrade Menu and Abilities

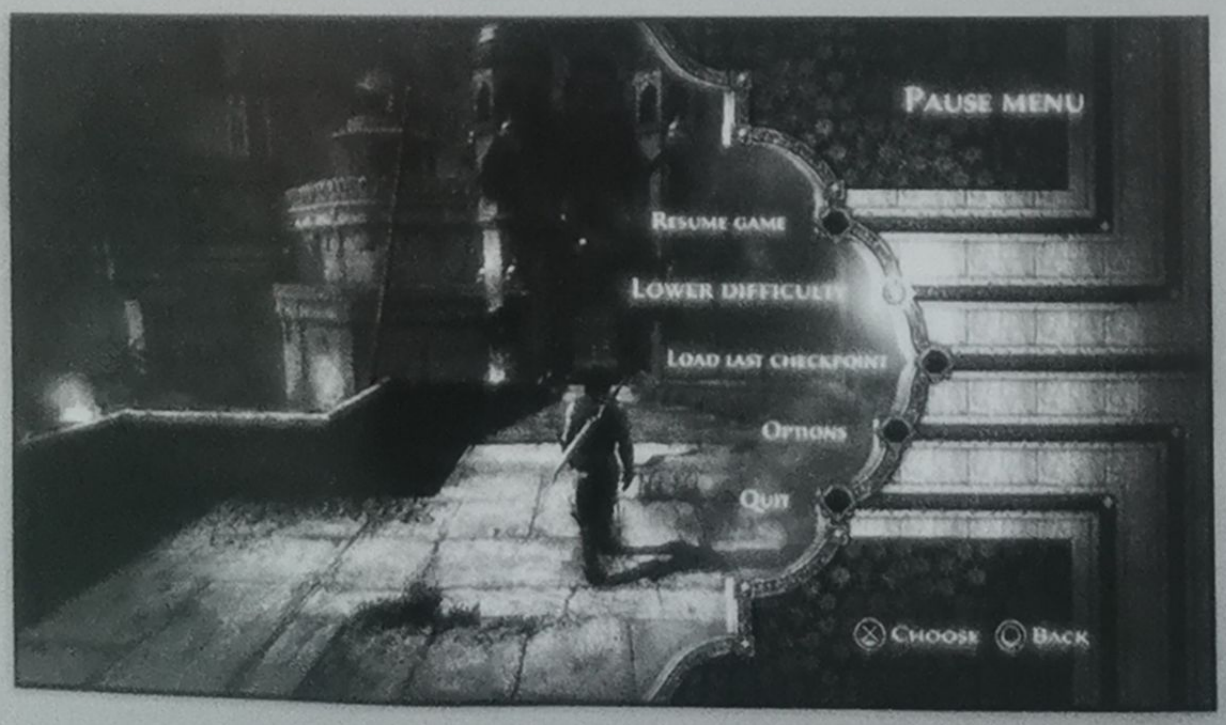

2 AVAILABLE POINTS
75 XP TO NEXT POINT
EVOLUTION TREE
1025 XP COLLECTED
ICE BLAST
ICE BLAST 2
FOR THE DURATION OF THE POWER, YOUR CHARGE ATTACKS
CREATE A WAVE OF ICE THAT CAUSES SOME DAMAGE TO ENEMIES.
NAVIGATE A PURCHASE B BACK

A message will appear on the main screen informing you that you can purchase your next upgrade. Press the SELECT button to access the Upgrade Menu. Here you can gain new powers, and upgrade the Prince's skills, health, and energy.

Use the left stick or the directional buttons to navigate the menu. You will see the names and descriptions of each upgrade appear as you move the cursor over them. Powers you can purchase have a highlighted border. Powers you have already purchased are indicated by gems. Press the ✕ button to select the powers you wish to purchase or upgrade.

Press the ○ button or the SELECT button to exit the menu. You will be asked to save or cancel your changes as you exit the menu.

Pause Menu



Resume: return to the game as you left it.
Load Last Checkpoint: restart your game from the last checkpoint.
Lower Difficulty: switch from Normal to Easy difficulty. You will lose any progress since the last checkpoint. You cannot switch from Easy to Normal difficulty.
Options: adjust the sound, video, and other game settings.
Quit to Main Menu: exit your game and return to the Main Menu.

UPLAY™

To launch Uplay, select the Uplay option in the Main Menu and press the ⊗ button.

Uplay Menu

Use the left stick to navigate in this menu. Confirm your selections with the ⊗ button and go back with the ◎ button. Pressing the △ button will exit Uplay and take you back to the Main Menu.

Profile

- **View Profile:** gives an overview of your actions in the games you played.
- **Change Quote:** edit the quote displayed in your profile.
- **Change Icon:** select a new icon.

Account Settings

- **Email and Password:** edit your email and password.
- **Personal Information:** edit your personal information.
- **Opt-ins:** edit your preferences for receiving communications from Ubisoft and its partners.

Uplay Win Menu

Use the left stick to navigate in this menu. Validate with the ⊗ button and go back with the ◎ button.

- **Actions:** List of all the Actions available in the game(s) and how many Units are assigned to each. A checked box indicates a completed Action. Pressing the ⊗ button on an Action explains how to do it.
- **Rewards:** List of all the available Rewards and how many Units are assigned to each. A checked box indicates a Reward that you've already redeemed. Pressing the ⊗ button on a Reward allows you to redeem it, as long as you have enough Units to spend. Redeeming a Reward deducts the number of Units associated with it.
- **Unit Balance:** History of all Actions completed and Rewards unlocked with a detailed balance of your Units. Pressing the ⊗ button on an Action/Reward opens up its description.

For more information, content, and options, visit www.uplay.com.

PSP™(PlayStation®Portable) System–PlayStation®3 System Connectivity

Connect your PSP™ (PlayStation® Portable) system with PRINCE OF PERSIA The Forgotten Sands™ to your PlayStation®3 with PRINCE OF PERSIA The Forgotten Sands™ in order to unlock special features on both games.

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Österreich	**0820 44 45 40** 0,116 Euro/Minute
Belgique/België/Belgien	**011 516 406** Tarif appel local/Lokale kosten
Česká republika	**222 864 111** Po – Pa 9:00 – 17:00 Sony Czech. Tarifováno dle platneých telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111 **283 871 637** Po – Pa 10:00 – 18:00 Help Line Tarifováno dle platneých telefonních sazeb
Danmark	**70 12 70 13** support@dk.playstation.com Man–fredag 18–21; Lør–søndag 18–21
Suomi	**0600 411 911** 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai – perjantai 15–21
France	**0820 31 32 33** prix d'un appel local – ouvert du lundi au samedi
Deutschland	**01805 766 977** 0,12 Euro/minute
Ελλάδα	**00 32 106 782 000** Εθνική Χρααση
Ireland	**0818 365065** All calls charged at national rate
Italia	**199 116 266** Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto
Malta	**23 436300** Local rate
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Norge	**81 55 09 70** 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man–fredag 15–21; Lør–søndag 12–15
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UK	**0844 736 0595** Calls may be recorded for training purposes

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